CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0204 Feedback

Outcomes that eventually cover both 2D and 3D max out at | for now because we are dealing only with 2D in this assignment. They will expand to their full potential with the 3D course work.

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*Notes while running (high-priority notes are marked with ***):*

- Overall, a good selection of sprites that lends itself to cohesive composition. (*+1a*, *+3a*)
- No runtime issues or problems seen. (*+4a*)

Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):

1. All of your sprites have an ingrained global "location" property of some sort (e.g., `startPoint`, `position`, `center`). Not really necessary, as stated in the instructions (and as you probably see now with the keyframe tweener). Though this does not do any functional harm, you *were* already told *not* to do it, so this diverges from the spec. (*4d*)
2. Assorted magic numbers and other values seen throughout but I won't harp on those too much because these are programmed sprites after all.
3. Nice extra functionality with the background—feel free to integrate this (as a configurable function, *not* hardcoded) into your keyframe tweener code. (*+4a*, *+4b*)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — +

4d — | …Some effort could have been saved by leaving global translation *outside* the sprites.

4e — | …Excellent frequency and timing, but with some overly terse (or ordinally numbered!) messages.

4f — + …Submitted on time.